An illustration of various drafting tools including a compass, a pencil, a fountain pen, and a large orange triangle, all resting on a green grid background. The title 'THE COMPLETE GRAPHICS SYSTEM' is written in large, stylized red letters across the grid.

THE COMPLETE GRAPHICS SYSTEM

by Mark Pelczarski and David Lubar

INCLUDES
**DOUBLE-RES
GRAPHICS**
256 COLORS

APPLE

Standard Hi-Res
and
Double-Res



penguin softwareTM
the graphics people

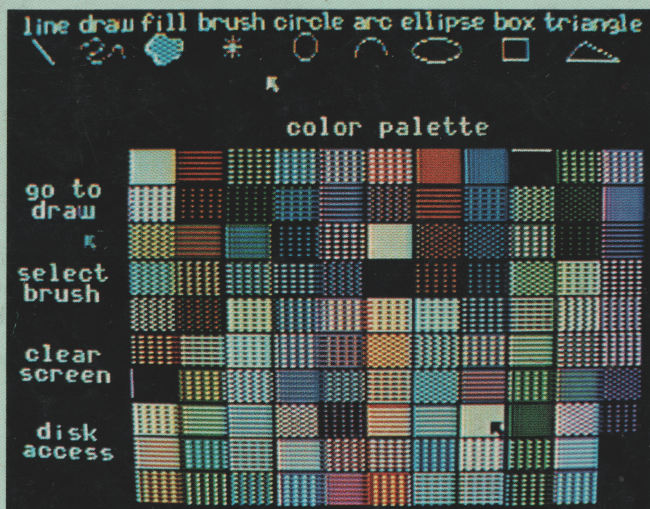
The Complete Graphics System is the most versatile set of graphics utilities available for non-programmers. Included are programs that let you draw, "paint", create shapes, design, edit, and use new typesets on your hi-res pictures, perform tricks such as color flips, mirror images, movement of parts of pictures, enlarging, or shrinking of pictures, and create, edit, and view three-dimensional line drawings by using coordinates, or by eye. The Complete Graphics System is a totally new version of programs formerly entitled The Complete Graphics System II and Special Effects, combined and restructured with plenty of new features, now all in one package.

This single new version of The Complete Graphics System is compatible with the following input devices: keyboard, joystick, paddles, trackball, Apple Graphics Tablet, Houston Instruments' HiPad, and Koala Pad. Graphics screens created with The Complete Graphics System can be printed to any graphics printer with a graphics printing program such as Paper Graphics, or used in presentations created with Transitions, our new presentation system. The 3-D line drawings can be printed with most plotters, and they can be transferred to the picture editor in The Graphics Magician.

The drawing program in The Complete Graphics System lets you draw with lines, ellipses, arcs, boxes, triangles, brushes, a fast circle mode, or in a continuous draw mode. Over 100 colors are available for all of the above functions. 96 brushes are available for the paintbrush mode. Any part of the screen can be magnified 2, 4, or 8 times for point-by-point editing. Zero-in features make joystick control easier, or precision keyboard control may be used. Rubber-banding lines take the guesswork out of all positioning, and a fast, complete fill routine lets you fill any black or white area with the color of your choice, even allowing you to erase and redo the last fill. All options are chosen from a selection screen, where you just point to what you want to do. Pictures are automatically stored in a packed format, allowing more per disk, or optionally as a standard 8K image.

The text program lets you type anywhere on the graphics screen in type ranging up to twice the width and height of standard Apple characters. The shape program lets you design Applesoft shapes in normal or magnified size, then plot them in any size and rotation on any graphics screen. Or you can use the shape tables in your own programs.

The 3-D part of The Complete Graphics System consists of three programs. A panel program lets you draw the parts of your 3-D figures on the screen as 2-dimensional panels, or pieces. Then, in the 3-D viewing and editing program you can assemble the pieces by manipulating them visually in 3-D. You can even add new points and lines visually, or move existing points with the attached lines acting like rubber bands. A 3-D point editor lets you actually manipulate the coordinates and line information, or print your figure data to a printer. An added utility lets you print any 3-D view to a plotter.



**penguinTM
software**

the graphics people

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Apple
Standard Hi-Res
Double-Res
Requires IIc or
IIe with
Extended
80-column card